AMJM Transport 1.2.5.2

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Buy your own customizable wagon, stagecoach or boat and transport people or goods all over the west to make an honest living (AND MORE).

Main features in short:

- Buy your own customizable wagon, stagecoach or boat.
- Earn money by taking jobs at general stores, hotels or saloons, and transport goods or people all over the map, including every town and 46 minor locations.
- Find gang hideouts and retrieve stolen cargo or wagons from them. (the hideouts are added by the mod, not the vanilla ones)
- Protect your goods or passengers from random bandit attacks during jobs (with optional random bandit attacks outside of jobs).
- Work as a bounty hunter, capture criminals dead or alive.
- Hire people to work for you, drive your wagon or provide protection against the dangers of the road.
- Work on your ranch at Beecher's Hope and transport your goods to Blackwater, Armadillo or Tumbleweed to sell them for a handsome profit.
- aaand zombies, because everything is better with zombies...

Buy your own customizable wagon, stagecoach or boat:

Go to the general store in any town, approach and target the owner for the "Jobs / Wagons / Boats" prompt to come up. The menu should come up where you can chose from several wagons, stagecoaches or boats. After choosing one, leave the store and find the wagon or boat outside to customize it. There you can confirm your purchase or go back to the store to chose another one. Once you own a wagon or boat you can change it's customization options or store it any time at the store. If your boat or wagon is not nearby or missing it's horses you can repair and recover it for a fee at general stores. Recovering your wagon during a job will fail the job. However, if you wreck it, it'll be gone for good and you need to buy a new one.

Wagon / boat menu: Use the hotkey while you're sitting in your wagon or boat to bring up the menu. It lets you make some changes to your wagon on the fly, like adding / removing lights. It also lets you switch between your saved custom outfits, so you can change your clothes without your horse being nearby. Steam boats have a 'get on board' option that'll make your hired guns get on board. The hotkey 'pause' default, find the "WAGON_MENU_KEY" option in the ini to change it.

When you buy a wagon it spawns in somewhat of a remote location to avoid spawning on top of something else, a yellow wagon wheel icon shows it's location on your world map if you're not sure where to find it.

Delivery jobs:

You can also find delivery jobs at general stores. There are two types:
- "Supply delivery jobs" where you need to use your own wagon to transport things.
- "Wagon driver jobs" where you get a job wagon that you need to take. (you can't use your own wagon for this type)

Both types has "deliver" and "fetch" versions. "Deliver" means you load your wagon where you started the assignment and deliver it to a destination. "Fetch" means you go to a different place, load your wagon there and bring the supplies back to where you started the job.

How a delivery job is done:

When you accept a job you'll see a blip on your map marking the place where you have to load the supplies into your wagon. You'll also see a wagon wheel icon for your job wagon if it's that type of job. Park your wagon nearby and the prompt to load your wagon should come up. After that, a new blip should mark the place you're supposed to deliver the goods. Drive your wagon there and use the prompt to unload you wagon. The job is completed at this point, you can talk to the store owner at your destination to pick up your payment, or pick it up later at a train station / post office. (you get a few bucks more if you pick it up in person)

Passenger transport jobs:

You can find these jobs in hotels / saloons (same as above, approach and target the owner / barkeep). There are also two types:
- "Passenger transport jobs" where you have to use your own stagecoach.
- "Stagecoach driver jobs" where you use a borrowed stagecoach for the job. (can't use your own)

You might have to stop at minor locations to drop off or pick up passengers on your way to your destination. You can customize how many stops you want in the ini.

How a stagecoach job is done:

Once you accepted the job find your passengers (they're usually upstairs, check your map for blips). They should follow you to your stagecoach and get in with you. A blip on your map should mark your destination. If the job has multiple stops the blip will mark the first stop. Once you're there, the prompt to confirm the destination should show up. If there are more stops a blip on your map will show the next stop. It goes like this until you're at the final destination. At each stop some passengers will get off, and there might be new ones to pick up. You can take your payment from every passenger one by one at their destination (stand close and target them for the prompt). They'll only hang around for a short time, if you don't take their payment you'll be able to pick it up later at a post office / train station in any town. (They give you a few extra bucks if you take it from them in

person)

Recover stolen cargo / stolen wagon jobs:

You can find these type of jobs in general stores.
Just like the other job, there is two type:
- Recover cargo using your own wagon.
- Recover stolen wagon (no need to own a wagon)

How a recovery job is done:

Go to the hideout marked on your map. Once you engaged the bandits in combat, getting too far from the objective will fail the job - they'll get away with the goods (but also for technical reasons).
After you dealt with the bandits, park your wagon near the spot and use the prompt to load the cargo. If you're recovering a stolen wagon you still have to load it, too.
As optional side objectives you might find hostages to rescue or wanted bandits to capture. Bring them back with you dead or alive to earn some extra cash (alive pays more, especially for the hostages...).
Head back and unload the goods at the store you started at, and take your payment from the owner.
There are a random amount of bandits at each hideout, larger ones can have up to 20 of them, so make sure you're up for the task!

Delivery jobs using boats

...are pretty much the same as the wagon ones. You have to get out of your boat and stand on the shore to load / unload the cargo.

There are some teleport zones near a few bridges that'll put you from one side of the bridge to the other, so you can traverse some rivers with boats you couldn't otherwise.
There's an "auto forward" function for boats so you don't have to keep pressing the forward key the whole time. It's disabled by default. You have to set BOAT_FORWARD_KEY in the ini to whatever key you use as forward for boats. After that, a forward prompt should appear when you're in a boat.
It's a script that just press a key on your keyboard, and it'll be pressed even if you alt+tab out of the game, so make sure to stop your boat before you alt+tab or close the game.

Failing a job usually results in having to compensate your employer for the trouble you caused.
Jobs don't persist when you quit the game, but exiting the game during a job doesn't count as failing them either (no fine).

Beecher's Hope:

Instead of selling your goods by magically making them disappear, actually drive the wagon to town to sell them for extra profit.
There's a wagon on the ranch that's being used to transport the goods (if you don't

know which one just start doing the chores and you'll see). While you're near the back of this wagon the "job menu" will come up, listing all the chores around the ranch.
Every chore you complete before selling the goods will increase the payment you'll get - even unrelated ones like chopping wood.
Once you loaded two egg crates and two milk jugs on the wagon the "Sell goods" option will be available in the menu (but you can keep doing chores for more profit).
Once you selected the 'Sell goods' option you can chose to sell them at Blackwater, Armadillo or Tumbleweed. The farther location you chose, the more money you'll get.
Once you're there, unload the cargo, talk to the shopkeeper to get your payment then return the wagon to the ranch to finish the job.
You can do it once a day, the job resets every midnight, whether you finished it or not.

Bounty Hunting:

Find the sheriff (wherever he is) or talk to a deputy in the sheriff's office / police station to take these jobs. (In any town except for Van Horn and Armadillo)
They have nothing to do with wagons (yet?), just find the target, bring them back dead or alive (you get a small bonus if you bring them back alive), then talk to the sheriff / deputy to get your reward.
If you bring them back alive you have to put them into a cell then the deputy will give you your reward. If dead, just throw them anywhere in the building, target the deputy, open the jobs menu and select 'complete job' to get your reward.
There are high reward and low reward bounty jobs:
The high reward ones will take you to gang hideouts that are already in the mod with up to 20 or so bandits.
The low reward ones will take you to small campsites with only a few bandits.

Bandits:

There's a chance that a random group of bandits will attack you during jobs. Be prepared and watch your back! Customizable in the ini.
There are also 24 bandit hideouts added by the mod, with 15+ bandits. Some jobs will take you to them but you can also find them outside of jobs.
There are also options to enable random bandit attacks outside of jobs.

Hired Guns:

Hire people who'll travel with you and (try to) protect you from bandits (or anything else). To do so, talk to the barkeep in any saloon.
You can hire random people or you can customize their looks and weapons to your liking.
Hired Guns will not fight while in a town.
Story characters are also available.
- You can use the 'Rest & Recover' option in the menu that will teleport your hired guns to you in case you got separated, they'll be cleaned and their hats and weapons will be recovered if they lost them.

- They automatically go into "sneak and hold fire" mode while you're crouching / sneaking outside of combat.
- Making hired guns drive: Target them and use the "You drive" prompt. Put down a custom waypoint on the map to make them drive there. Deleting the waypoint will make them stop. Use the 'speed up' and 'slow down' hotkeys to change their driving speed (up arrow and down arrow by default). Their driving skills are ok-ish, generally they'll find their way from point A to point B, but sometimes they can take a wrong turn... Also, they can't really turn around. If you're sitting next to them, you can take away / give back the control with the 'switch seats' key, should be 'Z' on keyboard. Make sure you stop them (slow down key until they're fully stopped) before you take away the control, or they might bug out.
- Using the 'Wait for signal' command will make them stay and don't do anything until you fire your gun.
-The 'Ride with me' command will prevent them from spawning in their own horse. If there's another free horse around they'll use that, but if not they'll ride with you on your horse.

Pick up you payment / pay your fines at train stations / post offices.

If you didn't pick up your payment in person after completing a job or you have a fine to pay you can do it at train stations / post offices. Only in towns, might change later.. Walk up to a station clerk and target them for the prompt to come up.

ZOMBIES!!

Enalbe them in the ini or in the debug menu (see below).

You can set in the ini if you want to get jobs to New Austin or not. (turned on by default)

Major locations with job givers:

Valentine - General store (job, wagon), Hotel (job), Saloon (hiring), Sheriff's office(bounty), Train station (payment)
Strawberry - General Store (job, wagon), Welcome center (job), Sheriff's office(bounty), Post office (payment)
Rhodes - General store (job, wagon), Saloon (job, hiring), Sheriff's office(bounty), Train Station (payment)
Saint Denis - General Store (job, wagon, boat), Saloon (job), Bar (hiring), Police station(bounty), Train Station (payment)
Van Horn - Store/Fence (job, wagon, boat), the Depot (where you can rent a room - job, payment), Saloon (hiring)
Annesburg - Gunsmith (job, wagon, boat), Train station (job, payment), Sheriff's office(bounty),
Blackwater - General store (job, wagon , boat), Saloon (job, hiring), Sheriff's office(bounty), Train station (payment)
Armadillo - General store (job, wagon), Saloon (job, hiring)

Tumbeweed - General store (job, wagon), Saloon (job, hiring), Sheriff's office(bounty)
Lagras - Store (job, boat)

There are also 46 other minor locations in the mod that are only job destinations with no job givers, 21 gang hideouts and many minor bandit campsites.

Debug / cheat menu:

Open the debug menu by holding down the Wagon menu key for a couple seconds while on foot.
Set the hotkey in the ini - WAGON_MENU_KEY. You can also disable the debug menu in the ini.
- Respawn wagon: Let's you respawn the wagon you own with horses - in case it spawned in without horses. You have to be near the wagon.
- Respawn Boat.
- Respawn Hired Guns: Respawns all your hired guns and teleports them to you, in case you lost them somehow.. It *might* help if they stopped following or bugged out in some other way.
- Remove fine - in case you failed a job due to a bug.
- Select Job Destination: If enabled, you can select destinations for any job by pressing the left and right key in the job menu.
- Trigger random attack.
- Despawn all bandit hideouts: In case they're in the way during a story mission or something...

Known issues:

-The revive mechanic for hired guns is incompatible with some mods that change NPC health (Ped Damage Overhaul for example), it will cause them to start dying right after they're spawed in. You can disable it in the ini if you're experiencing issues.
- Trying to make hired guns drive might break them and cause them to stop following until you restart the game.
- During passenger jobs hired guns might want to travel inside the stage and fight passengers for the seat. Tell them to follow on horse back using the "mount up" command to avoid this issue. Using the 'Everyone get in' prompt and wait for the passengers to get in before you and your hired guns might also help.
- The "mount up" command for hired guns can be wonky. The game handles their horses spawning in and it can take a while sometimes. They also won't mount up while you're sitting in a vehicle, so if you want them to follow your wagon on horseback, wait for them to get on their horses before you get into your wagon.

Installation:

Download AM&JMTransport.rar, extract it and drop the files into your Red Dead Redemption 2 game folder.